

INSTRUCTION BOOKLET

Elmo's Letter Adventure™



EmuMovies

NewKidCo™

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NINTENDO 64



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TABLE OF CONTENTS

Letter From CTW To Parents	2
Getting Started	3
Nintendo® 64 Controller	5
Control Stick Function	6
Using The N64 Control Stick	7
Object Of The Game	8
Decision Making	9
Sesame Street	10
Difficulty Levels	11
Game Worlds	12
Bonus World	14
Sample Walkthrough Of Game	14
Credits	17

Elmo's Letter Adventure™



Dear Parent,

For over thirty years, Children's Television Workshop and our flagship series, Sesame Street[®], have been educating and entertaining children worldwide. We are committed to bringing high quality educational learning experiences to children and parents through a variety of media, including interactive technologies. Elmo's Letter Adventure[™] for the Nintendo[®] 64 system has been designed to provide children with a learning experience that is both entertaining and interactive.

In Elmo's Letter Adventure, Elmo and your child go on journeys into three fantasy worlds. Along the way, they meet Sesame Street Muppet friends who engage them in an interactive search for letters. With three difficulty levels to choose from, the game can grow with your child.

In keeping with our mission, CTW is continually developing new ways to reach children and help them learn. We truly hope you and your child enjoy Elmo's Letter Adventure and have a rewarding interactive experience.

Sincerely,

Lisa Medoff, Director of Research
Interactive Technologies
Children's Television Workshop



Sesame Street[®] has been a television favorite of children and parents alike for over 30 years.

Now, Elmo and his Sesame Street friends make a special appearance on the Nintendo[®] 64 system in an easy to operate single-player game. The game helps preschoolers with letter recognition and basic spelling as they maneuver through different worlds and environments.

Each of the three game world consists of two game environments and the BONUS WORLD.

GETTING STARTED

Many of you already have a Nintendo[®] 64 system in your home. For those who are new to the Nintendo 64, set up the game system according to the instructions in the Instructional Manual. The Nintendo 64 should be OFF before inserting or removing Elmo's Letter Adventure[™]. Simply insert the Game Pak gently with your hand, plug in the game controller and turn the Nintendo 64 ON.



Once the POWER SWITCH is on, the game automatically begins. You have successfully started the program. This game does not rely on cartridge memory nor use a memory card. The game starts with a series of logos followed by the title screen for Elmo's LetterAdventure. After these logos, press START and a leveling screen will appear prompting you or your child to choose the appropriate level of game play. In addition, the difficulty level may be changed at any time while on Sesame Street by accessing the Level Select screen in the rightmost corner of the street. The game begins on Sesame Street, the game hub. Elmo walks down the street, meeting his friends and can choose to go to their worlds and play the game.



N64™ CONTROLLER

Using the +Control Pad

- ▲ Move Elmo forward
- ▶ Move Elmo right
- ◀ Move Elmo left
- ▼ Elmo turns around



CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



USING THE N64 CONTROL STICK

Your Nintendo 64 controller comes equipped with an analog joystick that may be used to control Elmo. This Control Stick is more sensitive than the traditional +Control Pad and offers finer control of Elmo through the game environments. In this manual, all references to controlling Elmo uses the + Control Pad scheme. At any time, however, the Control Stick may also be used to navigate Elmo through the world.

NOTE: Younger children may have trouble operating the Control Stick, so it is recommended for advanced users only. Alternately, parents may instruct the child in the use of the Control Stick.

When playing the game using the Control Stick, it is recommended the child use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with the left thumb.

Elmo's movement using the Control Stick varies at a rate that depends on how far off center the Control Stick is moved. Holding the Control Stick a little bit off center will move Elmo slowly in that direction, while pressing the Control Stick all the way in one direction will move Elmo at the fastest rate possible.

SELECTION - using the Action Buttons

The player makes a selection (press any of the four round Action Buttons to make a selection or when prompted to do such). The A and B Buttons, as well as any of the C Buttons are Action Buttons.

GAME CONTROL - using START

Pause the game when it is in game play mode. Return to Sesame Street while the game is paused.

OBJECT OF THE GAME

Elmo's Letter Adventure™ focuses on helping children with letter recognition and basic spelling. The game encourages your child to explore imaginative worlds filled with fun challenges. This game creates a positive feeling for the child through learning and by providing an arcade style game on the Nintendo® 64 just like the “big kids” play.

The game consists of:

- An introductory leveling screen and a level selection option at the far end of Sesame Street that allows you or your child to select the level of difficulty s/he wants to play
- The Sesame Street location
- Three worlds (Big Bird's Farm, Grover in Outer Space, and Ernie's Underwater World), with two environments each
- The BONUS WORLD

Elmo is the game player who is invited to visit the various worlds. Once the child has acquired the correct number of letters required in the game world (twelve in the easy level, sixteen in the medium level and twenty in the hard level), s/he is automatically transported to the BONUS WORLD where s/he can learn to solve word puzzles.

DECISION MAKING

At certain points in the game, a controller pop-up will appear that will assist the child in the decision making process. At times, a character will refer to the controller and the controller pop-up will appear in the lower left hand corner, at which point specific buttons on the controller will light up on the pop-up to show the child which button to press.

Throughout the game, Elmo or the host character give the player verbal directions on how to proceed and the child will be prompted for an answer.

Decision points occur under the following conditions:

- When the player presses START to return to Sesame Street
- When the player decides to visit a character on Sesame Street
- When the player needs to decide whether to join a host character in the game world or to stay on Sesame Street



Another feature of the game that the child will discover after several sessions is that certain dialogues and activities within the game may be skipped (instructional dialogue may not be skipped). Your child will be able to press any of the Action Buttons to skip through previously heard sentences and concentrate on game play.

SESAME STREET

The game begins with Elmo standing on Sesame Street. To the right of Elmo, at the far end of Sesame Street, is a billboard representing the difficulty levels that may be changed during the game. If the child decides to stay on Sesame Street, s/he moves Elmo around by using the Control Stick or by pressing the + Control Pad. On Sesame Street, Elmo will meet his friends - Big Bird, Grover, and Ernie. As Elmo meets a Sesame Street character, the character will automatically start a conversation with Elmo.



Each character invites Elmo to visit their world. The child is told s/he can enter the world by pressing one of the flashing buttons on the controller. When the child decides to select a world, s/he is transported to the first of two environments within the world, where s/he plays the game. The child always returns to Sesame Street to select which world s/he wants to visit next.

DIFFICULTY LEVELS

Before the game starts, Elmo asks the child to select a difficulty level. Press ◀ or ▶ on the + Control Pad to select between easy, medium and hard. Press any Action Button to select the difficulty level and start the game. If no selection is made after a few seconds, the game will start automatically on whichever level Elmo is standing on.

LEVEL	TARGETS	CORRECT LETTERS NEEDED TO MOVE TO BONUS WORLD	INCORRECT LETTERS ALLOWED BEFORE RESTARTING
Easy	Upper Case Letters	12	6
Medium	Upper and Lower Case Letters	16	4
Hard	Opposite Case of Target Letters	20	2

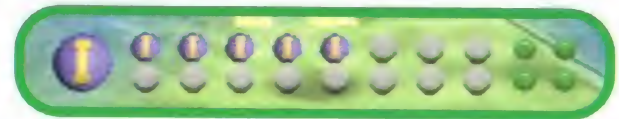
After the difficulty level has been selected, the player can walk up and down Sesame Street to select one of the worlds s/he wants to explore. Once inside a game world, the child will see the status bar at the bottom of the screen with the target letter present. If the child is playing the easy level, s/he will need to find 12 instances of correct letters and can select six wrong letters before being asked to start over. As the difficulty level increases, the child needs to find more instances of correct letters and is only allowed to make fewer mistakes.

GAME WORLDS

Host Character	Big Bird	Grover	Ernie
Game World	The Farm	Outer Space	Underwater World
Environment One	Vegetable Garden	Alphabet Planet	Aqua Shoot
Environment Two	Apple Orchard	Space Flight	Mermaid Manor
Letters	A, J, X, N, O, B, F, R	G, H, Y, U, L, C, M, S, W	E, D, K, I, Q, Z, V, R, T

In each game world, the host character sets up an objective and a goal. The areas within a game world focus on exploration, movement, and letter recognition. The host character welcomes Elmo to his world and gives instructions on what to find.

On the lower part of the screen is the status bar which displays the target letter, as well as balls which will be filled with correct letters as they are selected, and "X's" when a wrong letter is selected. Due to random distribution of the letters, it is not possible to obtain all correct answers in one environment. Elmo must walk through both environments in order to get the correct number of letters needed to advance to the BONUS WORLD. At the end of the second environment, if the correct number of letters has not been acquired, Elmo will return to the first environment to finish collecting them. If too many wrong letters are selected, and not enough right letters have been acquired, Elmo will be presented with the option of returning to Sesame Street to start over.



The player moves Elmo around the world by pressing \blacktriangle , \blacktriangleleft , or \blacktriangleright on the + Control Pad. If the child passes a letter and decides s/he wants to select it, \blacktriangledown on the + Control Pad may be pressed to turn around. Elmo has free reign to roam back and forth across each environment as much as the player wants until either all the target letters are collected or a distance is traveled roughly equal to twice around the game course. Elmo is then advanced automatically to the BONUS WORLD if all the target letters have been acquired or to the next game level if there are target letters remaining to be acquired.

BONUS WORLD

The BONUS WORLD provides an enjoyable learning challenge for the child. Here, the status bar displays a word along with a picture that it represents. The first letter of the word is missing. The child helps Elmo find the missing letter by moving him around the world using the +Control Pad and selecting the correct letter by pressing one of the Action Buttons, so that it completes the word. If an incorrect letter is selected, an "X" appears in the status bar and the player is prompted to try again. If the correct letter is selected, it appears in the status bar and the whole word is displayed. After the first word has been spelled correctly, the screen will zoom out. The screen reappears with a new picture and a new partially spelled word in the status bar. The child must spell three words before going back to Sesame Street and selecting another world.

In the easy level, the child must solve three-letter word puzzles. In the medium and hard levels, the child must solve four-letter word puzzles. The words in the BONUS WORLD use all of the letters in the alphabet as starting letters except for Q, U, X, and Z.

SAMPLE WALKTHROUGH OF GAME

Opening title sequence including company logos, the title of the game, and difficulty level selection. This concludes with Elmo on Sesame Street.

The child moves Elmo up and down Sesame Street by pressing ◀ or ▶ on the +Control Pad.

As Elmo sees each of the host characters (Big Bird, Grover, and Ernie), the player can choose one by standing next to the character. For example, if the child wants Elmo to visit Big Bird, he does so by stopping near Big Bird. Big Bird asks Elmo if he wants to visit the Farm. The player presses the Action Button and goes to Big Bird's Farm.

Once at the Farm, Big Bird tells Elmo that he needs to find a specific letter (example, if the child is in the easy level, s/he will have to find 12 instances of the same letter).

The status bar is viewable at the bottom of the screen as the child plays the game.

Big Bird tells Elmo that he must collect all the letter H's. The child moves Elmo around the Vegetable Garden using ▲, ◀, or ▶ on the +Control Pad, swiping all the H's by pressing the Action Button. The letters are correctly displayed in the status bar.

When Elmo swipes the correct letter, the letter disappears from the world and appears in the status bar. Also, a "right" sound effect occurs, and Elmo gives the player positive audio feedback. When a wrong letter is selected, an "X" appears on the right side of the status bar. If the child passes a letter and wants to turn around to select that letter, s/he may press ▼ on the +Control Pad to turn around.



When the player completes the first environment, s/he moves into the second environment, the Apple Orchard. The player sees the remaining number of empty balls in the status bar that s/he needs to fill, so s/he continues down Big Bird's Apple Orchard.

Once the player correctly fills all the empty balls in the status bar, Elmo stops short in the environment and is sent directly to the BONUS WORLD. If the player selects too many incorrect letters, the status bar will show all the "X's" and the player will be asked if s/he wants to continue in that world or go back to Sesame Street.

In the BONUS WORLD, the player is asked to successfully solve three word puzzles. For example, the child sees a picture of a cat. In the status bar the following appears "_at". The player must find "C" in the world in order to successfully complete the puzzle.

Once the BONUS WORLD is successfully completed, the player is congratulated by Sesame Street characters, and is then taken back to Sesame Street. The player begins to explore Sesame Street again, and selects another character. The game play begins as before.

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Special thanks to Jim Henson whose imagination and vision continue to inspire us all, and to Cheryl Henson for helping us keep the vision alive.

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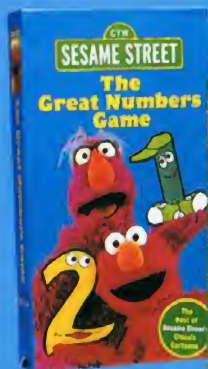
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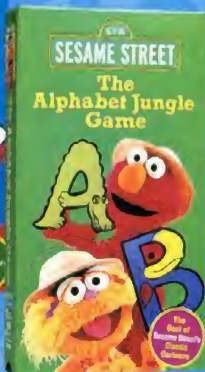
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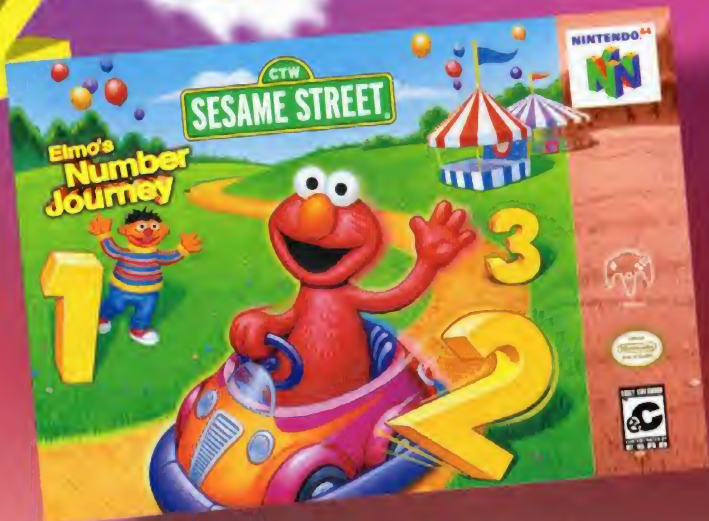
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